

TURN SEQUENCE

1) ROLL FOR INITIATIVE

Between two players, roll high/low. Among several players, roll dice for order. Winner has choice of going before or after other player(s). Adjustment to initiative roll cannot be greater than 3.

2) RENEWAL OF CONTINUING SPELLS

3) MOVEMENT

Each figure moves and faces in order from initiative.

4) COMBAT – ORDER OF RESOLUTION

- a) Pole weapon attacks that involved charges.
- b) All normal actions.
- c) Second missile fire.

5) FORCED RETREATS, SHOCK SHIELDS, and other "end of turn" effects.

"READY" POSSIBILITIES

Characters may have ready:

- ... a 2-handed weapon
- ... a 1-handed weapon
- ... a shield
- ... a 1-handed weapon and shield
- ... 2 1-handed weapons

Special cases:

A molotai/grenade is a 1-handed weapon, but you need a torch to light it.

A magic scroll is a 2-handed weapon.

A gas bomb/explosive gem is a 1-handed weapon.

SAVING THROWS TABLE

Dice	Min.	Success	Failure	Max.
2	2	2	12	12
3	3	5	16	18
4	4	8	20	24
5	5	11	24	30
6	6	14	28	36
7	7	17	32	42
8	8	20	36	48
9	9	23	40	56



ACTIONS

ACTIONS FOR DISENGAGED FIGURES

A disengaged figure may:

- 1) move more than half its MA and
 - a) take no action
- 2) move up to $\frac{1}{2}$ its MA and
 - b) CHARGE AND ATTACK
 - c) THROW any throwable weapon or JAB with a pole weapon
 - d) DODGE
 - e) DROP to kneeling or prone position
 - f) ATTEMPT HAND TO HAND COMBAT
- 3) move up to 2 hexes and
 - g) READY NEW WEAPON, reslinging old weapon, or picking up dropped weapon in same hex
- 4) move only one hex and
 - h) MISSILE WEAPON ATTACK
 - i) CAST SPELL
 - j) DISBELIEVE one figure
- 5) stand still and
 - k) STAND UP from prone or knocked-down position-- no other action this turn
 - from crawling or kneeling position-- may change weapons OR move up to $\frac{1}{2}$ MA

ACTIONS FOR ENGAGED FIGURES

An engaged figure may:

- 1) shift one hex and
 - i) ATTACK with any ready, non-missile weapon
- m) DEFEND
- n) CHANGE WEAPONS dropping current ready weapon
- o) ATTEMPT HTH COMBAT
- p) CAST SPELL
- q) DISBELIEVE
- r) DISENGAGE
- 2) stand still and
 - s) LAUNCH LAST MISSILE ATTACK
 - t) STAND UP
 - u) PICK UP WEAPON

ACTIONS FOR FIGURES IN HAND TO HAND (HTH) COMBAT

A figure in HTH combat may:

- v) HTH ATTACK
- w) ATTEMPT TO DRAW DAGGER
- x) ATTEMPT TO DISENGAGE
- y) ATTEMPT TO CAST SPELL
- z) ATTEMPT TO PIN FOE

TIME REQUIRED (ACTIONS)

Number of Turns	Action
6	search for hidden trap, door, etc.
12	attempt to remove trap
1	spring a trap
1	ready, light, and throw molotai (torch must be ready)
2	remove backpack
6	get item out of backpack (not the one on your back)
6	light a torch
1	kill a helpless figure
1	ask a question or say something

Note: 12 turns equals 1 minute

DX ADJUSTMENT

Type	Dexterity (DX) Adjustment		Type	Dexterity (DX) Adjustment	
	for fighter	for wizard		for fighter	for fighter
Armor:			HTH Combat Bonuses		
cloth	-1	-1	Automatic	+4	
leather	-2	-2	Casting spell	-6	
chainmail/iron	-3	-7	Normal Combat Bonuses		
half plate	-5	-9	striking from behind	+4 (not missiles)	
full plate	-6	-10	striking from side	+2 (not missiles)	
fine plate	-4	-8	pole weapon set vs charge	+2 (attacker didn't move)	
chainmail/silver		-3	attacking upward	-2	
half plate		-5	attacking downward	+2	
full plate		-6	(two hex) jab combat bonuses:		
fine plate		-4	pike	-2	
Shield:			Thrown Combat Bonuses		
small	-0		range	-1/hex	
spike	-0		hobbit attacker	+3	
large	-1		striking from behind	+4	
tower	-2		striking from side	+2	
Attacker's Status			Dagger Marksmanship	-6	
striking with two weapons w/o Two Weapons	-6		Sha-ken		
striking with two weapons	-4		1	-0	
striking with cestus-fists (2)	-3		2-3	-2	
using main gauche as shield	-1		4-6	-4	
dazzle spell	-3		7-9	-6	
took 5 or more hits since last action	-2		10-12	-8	
doesn't have appropriate talent	-4		Missile Combat Bonuses: range -1/each full 6 hexes		
rope spell	-2		hobbit attacker	+3	
	-1/turn		attacker half hidden	-2	
Attacker's Environment			target half hidden or		
in Shadow hex	-6		target prone/kneel behind		
in Fire hex	-2		body	-4	
in water over knees	-6		target has only head/shoulders	-6	
Attacker vs Target			crossbow on support	+2	
Flying			crossbow prone	+1	
thrown/creation spells	-0		5 megahexes/1 mega-megahex	-1	
either flying	-4		each additional	-1	
both flying	-4 (not -8)				
Intermediate Environment			Range		
Each Shadow hex	-6		Count distances in hexes, attacker is 0.		
Target's Environment			Missiles: divide by 6, discard fractions		
in Shadow hex	-4		Bombs: divide by 3, discard fractions		
Target's Status			Range: divide by 1		
Invisible	-6		Range adjustment does NOT apply when your attack occurs within attack phase; it only affects your die roll.		
Blurred	-4				
Snake	-3				
Multihex (missiles/thrown)	+4 maximum				
Add'l clear hexes	+1/hex				
Addition w/roll to miss	+1/ hex				



REACTIONS

Die Roll	Kind of Reaction
1	hostile
2	unfriendly
3	neutral
4	neutral
5	friendly
6	very friendly

Note: modifier may never be more than 3.

REACTION TO INJURIES

Strength (ST) Normal	Hits Taken to Get -2DX	Hits Taken to Fall	Strength to Fall
1-9	0	0	0
10-29	5	8	1
30-49	10	16	2
50-69	15	24	3
70-89	20	32	4
90-109	25	40	5
each +20	+5	+8	+1

See ADVANCED MELEE, page 18. When a fall down result occurs during combat, the target must lose one action phase and one movement phase.

SAVING THROWS

Save needed:	Roll:	If you have:	Save needed:	Roll:	If you have:
ambush	3vsIQ 3vsIQ 2vsIQ	Naturalist Alertness combined	Notice ambush contact poison gate Glamour	3vsIQ 5vsIQ (as trap) 6vsIQ none	Alertness Mage Sight Acute hearing Acute hearing
animal, befriend	3vsIQ	Animal Handler	hidden creature invisible creature mimic	4vsIQ 4vsIQ 4vsIQ 4vsIQ 2vsIQ 3vsIQ	hidden creature invisible creature mimic
berserk	3vsIQ		poisoned food/drink	1 less auto 1 less	animals
boat, tipping over	4vsDX auto	Boating	trap	1 less 2 less 2 less	double dose triple dose Chemist or Alchemist or animal
climbing walls	4vsDX 2 less 1 less	Climbing Path	unnoticeability	4vsIQ 1 more 1 less	Alterness Detect Traps both
rope	2vsDX 2 less	Climbing	weapon is magic	1 less 1 less 1 less	in battle Alertness Acute Hearing
easy slopes	3vsDX 2 less	Climbing or Acrobatics	open tunnel, avoiding	3vsIQ	Armourer
Control, avoiding	3vsIQ		outguess enemy	4vsDX	
copying a magic book (per page) obvious mistake hidden mistake	3vsDX 2vsIQ		person, befriend	5vsIQ	Tactics
demon, for wish	3vs (IQ difference)		petard, disarm	4vsDX	
disbelieve	3vsIQ		pick a pocket	5vsDX 3vsDX 1 less	Thief distraction arranged
door crowbar	3vsST 1 more	per Lock	pin, breaking	4vsST	
and fall down	3vsDX		recognize spell	5vsIQ 1 more	per spell's IQ above reader's
kick open	5vsST 1 more	per Lock	remove rope net lasso	3vsDX 3vsDX 3vsDX	
and so thru	4vsDX		remove poison sac	3vsDX auto	Naturalist or Vet
drown	4vsDX 2vsDX auto	Swimming Diver	resuscitation	4vsIQ 1 less 2 less	Diving also Physicker Master Physicker
Elemental keep escape	5vsIQ 3vsIQ (of 8)		run on broken ground in dark both	3vsDX 3vsDX 4vsDX	
Followers	4vsIQ 1 more 2 more	New Followers different race hostile race, Diplomacy	scroll, glancing at	4vsIQ	(AW, pg 8)
forced retreat, no room	3vsDX		Slippery Floor	3vsDX	
gas bomb avoid tossed avoid breaking	4vsDX 3vsDX		Spellsniffer to notice to analyze	3vsIQ 4vsIQ	(lie if fail)
Gas	4vsIQ		sweep lance	3vsST	
grenade, concussion	3vsST		Trailwister, see through	4vsIQ (leader only)	
Hand-to-Hand disengage	4vsDX		trap avoid To notice	1 less 1 less 2 less 2 less	Detect Trap Alertness Detect Traps both
horse fall off during battle jump off	3vsDX 5vsDX 3vsDX 2vsDX 3vsDX 2 less	(ITL, pg 12) Horsemanship Expert Horsemanship	Universal Solvent, avoid	5vsDX	
mount	3vsDX 2 less	Horsemanship	Word of Command, ignore	5vsIQ	
panic avoid panic	3vsIQ 2vsIQ	Horsemanship			
remain on	4vsDX	Horsemanship			
regain control	3vsDX	Horsemanship			
unseat a rider	5vsIQ 3vsIQ 6vsST +DX	Horsemanship			
Magic Trip trip	3vsMAX (ST, DX)				
molotail disarm avoid being soaked	3vsDX 4vsDX				

HEARING NOISE

Distance in Megahexes	Type of Noise
1	group trying to be silent and not moving
5	group not moving
10	group walking
15	group running
30	battle

Adjustment in Megahexes	Special Situations
+5	more than 5 figures in group
+5	no leader (arguing, goofing-off, etc.)
-5	single figure
-5	through a door
-5	shaft hex
+5	listening

WEIGHT OF CHARACTERS

Figure Type	Wt. in kg	Sustained load, walking
Small-sized	40	5 times ST... for characters
Normal-sized	70	10 times ST... for dwarves
Dwarf	85	5 times ST... for pack animals
Large-sized	140	4 times ST... for fliers
Gargoyles	160	
2-hex figure	500	
3-hex figure	800	
In general, ST times ST divided by 2 for 1-hex figure.		
Special Load Situations		
When swimming, character may carry his ST in kg. (Dwarves may carry 2 times their ST.)		
Pulled load		
100 times ST... for pack animals		
FLIERS can carry a load 6 times their ST in kg. Flight Spell can carry a character and 50 kg (per hex of the figure.)		
Lift		
8 times ST... for fliers (lose 20% ST per 2 minutes)		
7 times ST... for characters (-1 ST per 2 minutes)		

SPECIAL ACTIONS

A mounted figure that is disengaged may:

- move more than half its MA and
- take no action
- JUMP OFF (make DX roll to avoid injury)
- move up to half its MA and
- CHARGE AND ATTACK
- move up to 2 hexes and
- MOUNT (becoming a mounted figure)
- stand still and
- DISMOUNT (figure may move up to 2 hexes after dismounting)

A mounted figure that is engaged may:

- shift one hex possibly trampling a downed foe and
- ATTACK

Most normal actions are available to a mounted figure under the same restrictions as an unmounted figure.

PECULIAR WEAPONS

	Damage	ST	Cost	Wt (kg)	Notes
Quarterstaff†	1 + 2	11	\$20	1.5	
Net*	1 - 3	10	\$40	1	
Cestus	(Notes)	—	\$20	1	Damage depends on ST
Whip	1 - 1	8	\$30	.5	
Lasso*	Varies	8	\$10	.5	
Boomerang*	2	11	\$20	1.5	
Nunchuks	1 + 1	8	\$35	2	
Spear Thrower	+2	(Notes)	\$15	1	ST for spear thrown
Blowgun†	See Poison	any	\$15	.5	
20 Darts	See Poison	—	\$10	.1	
Torch	(Notes)	—	\$1	.5	
Table, Chair, etc.*?†?	—	—	—	—	See FIRE AS A WEAPON GM's discretion . . .
Wizard's Staff	1	—	—	—	See under MAGIC, or STAFF spell. Weight depends on size; a wand is almost weightless, while a true staff might weigh 1.5 kg or even more. A Staff of Power does 2 dice damage.
Molotail*	—	any	\$20	1	See FIRE AS A WEAPON.
Gas bomb*	—	any	varies	1	See POTIONS; GAS BOMBS
Bola*	—	9	\$15	.5	See BOLA
Sha-ken*	1 - 2	any	\$ 3	.05	See SHA-KEN. A pouch of 12 weighs .7 kg.
Arquebus†	3 + 3	—	\$500	6	See GUNPOWDER WEAPONS
Blunderbuss†	1 + 2	—	\$200	2	See GUNPOWDER WEAPONS
Grenade	(Notes)	—	\$600	1	See Gunpowder Bombs
Petard	(Notes)	—	\$2500	6	See Gunpowder Bombs
Gunpowder (1 charge)	—	—	\$100	—	See Potions

ARMOR AND SHIELDS

Type	Hits stopped	DX-	Cost	Wt (kg)	MA	Notes
Cloth Armor	1	-1	\$50	7	10	See Armor and Shields. These are weights and costs for HUMAN-sized figures. For other figures, see Armor Weights and Costs.
Leather Armor	2	-2	\$100	8	8	
Chainmail	3	-3	\$200	15	6	
Half-plate	4	-5	\$300	20	6	
Plate Armor	5	-6	\$500	25	6	
Fine Plate	6	-4	\$5,000	25	6	
Pack on Back	1	-1 or -2	Varies	—	—	Stops 1 hit from rear only
Small Shield	1	0	\$30	5	—	See Armor and Shields
Spike Shield	1	0	\$40	6	—	If used as 2nd weapon, does 1 - 2 damage. DX -4.
Large Shield	2	-1	\$50	10	—	
Tower Shield	3	-2	\$70	15	—	
Main-Gauche	1	-2/-4	\$20	.3	—	See Main-Gauche

* — This weapon may be thrown — see THROWN WEAPONS.

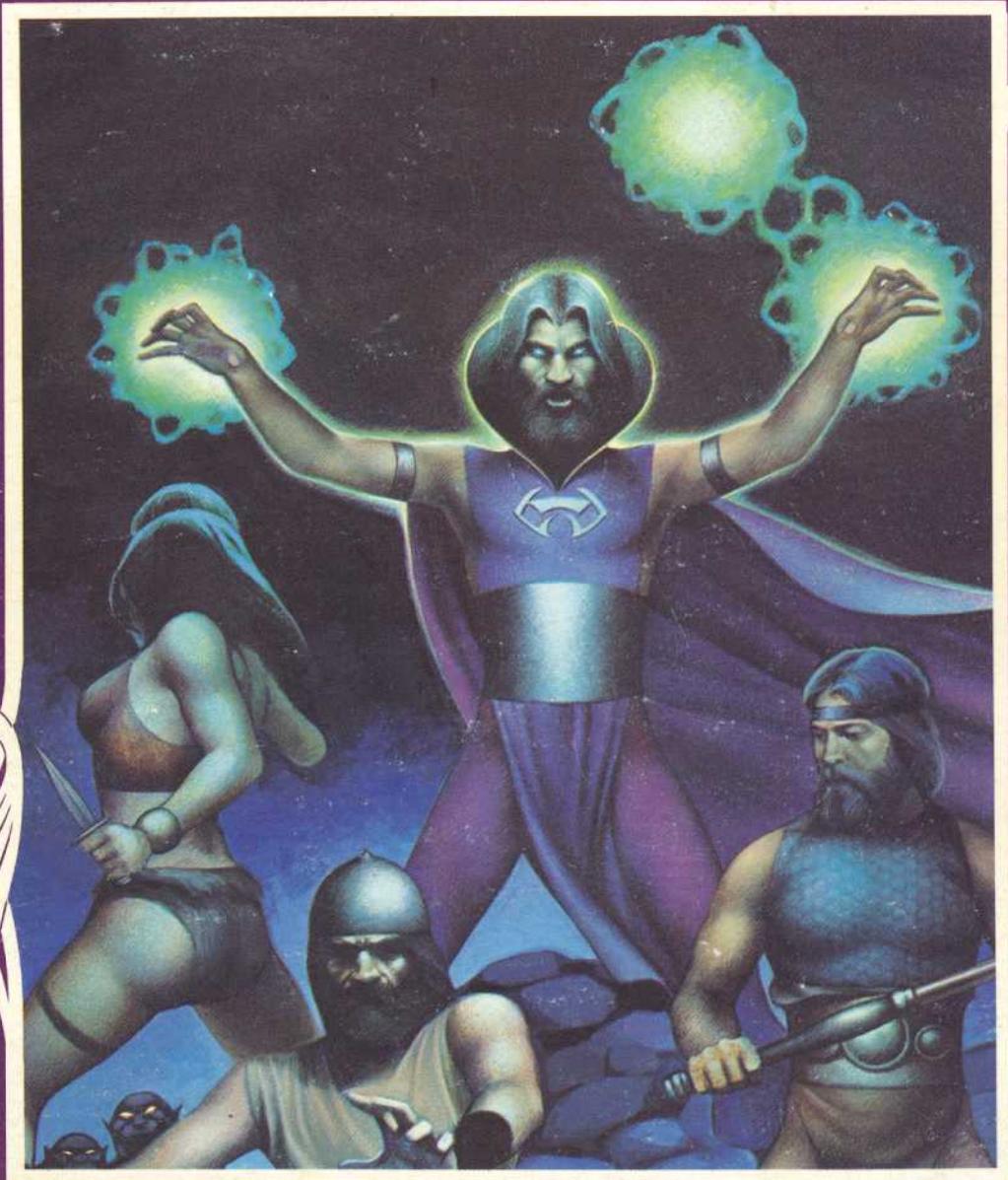
† — This is a two-handed weapon. If the fighter has a shield, it must be slung on his/her back while the weapon is ready.

The DX- for various kinds of armor and shields are for figures of normal ST. Figures with very great ST (18 or over) can use armor and shields with less difficulty.

All the costs given above are for normal weapons. Finely-made or enchanted weapons (q.v.) will have special properties. Weapons and armor made of silver, instead of iron, are available. Such equipment is necessary for wizards who wish to fight without an extra DX.

Silver weapons and armor cost 10 times as much as ordinary ones. They weigh the same, do the same damage, and require the same ST to use. If a weapon has ANY metal parts, they must be of silver for a wizard to use that weapon without injuring his magical abilities.

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SWORDS

	Damage	ST	Cost	Wt (kg)	Notes
Dagger*	1 - 1	—	\$10	.1	See Combat with Daggers, etc.
Rapier	1	9	\$40	.5	
Cutlass	2 - 2	10	\$50	1.5	
Shortsword	2 - 1	11	\$60	2	
Broadsword	2	12	\$80	2.5	
Bastard Sword (1 hand)	2 + 1	13	\$100	3.5	
Bastard Sword (2 hands)†	3 - 2	13	\$100	3.5	
2-handed Sword†	3 - 1	14	\$120	5	
Great Sword†	3 + 1	16	\$150	7	

AXES/HAMMERS/MACES

	Damage	ST	Cost	Wt (kg)	Notes
Club*	Varies	—	\$10	1.5 and up	See Clubs
Hatchet*	1	9	\$15	1	
Hammer*	1 + 1	10	\$25	2	
Mace*	2 - 1	11	\$40	3	
Small Ax*	1 + 2	11	\$30	2.5	
Military Pick	2	12	\$60	4	
Morningstar	2 + 1	13	\$100	6	
Great Hammer†	2 + 2	14	\$110	8	
Battle Axe†	3	15	\$130	10	

MISSILE WEAPONS

	Damage	ST	Cost	Wt (kg)	Notes
Thrown Rock	1 - 4	—	—	.3	
Sling	1 - 2	—	\$2	.5 (including rocks)	
Small Bow†	1 - 1	9	\$20	2	2 shots/turn, if adjDX = 15+.
Horse Bow†	1	10	\$30	2	2 shots/turn, if adjDX = 16+.
Longbow†	1 + 2	11	\$40	2	2 shots/turn, if adjDX = 18+.
Light Crossbow†	2	12	\$50	3	Fires every other turn, or every turn if adjDX = 14+.
Heavy Crossbow†	3	15	\$80	5	Fires every 3rd turn, or every other turn if adjDX = 16+.
Arrows (20)	—	—	\$20	.5	
Crossbow Quarrels (20)	—	—	\$20	.5	
Sling Pellets (20)	—	—	\$2	.5	
Cranequin	—	8	\$30	1	Used to cock a crossbow — (q.v.).

POLE WEAPONS

	Damage	ST	Cost	Wt (kg)	Notes
Javelin*	1 - 1	9	\$20	1.5	1½ meters; too short to make a 2-hex jab.
Spear*	1	11	\$40	3	2-2½ meters
Spear (2 hands)*†	1 + 1	11	\$40	3	2-2½ meters (sometimes much longer)
Halberd†	2	13	\$70	8	2-2½ meters
Pike Ax†	2 + 2	15	\$100	10	2½-3 meters
Trident*	1	10	\$30	2	1½ meters; too short for a 2-hex jab.
Naginata†	1 + 2	10	\$65	4	2 meters
Cavalry Lance	3 - 1	13	\$100	9	3½-4½ meters. Useable only by mounted figures — see MOUNTED COMBAT.
Pike†	2 + 1, OR as a spear.	12	\$50	6	5 meters. Normally only used, grounded, vs. cavalry — see MOUNTED COMBAT.

DAMAGE BASED ON STRENGTH

Strength (ST) / Damage: 1-8 / 1-4 9-10 / 1-3 11-12 / 1-2 13-14 / 1-1 15-16 / 1 17-20 / 1+1
 21-24 / 1+2 25-29 / 1+3 30-39 / 2+1 40-49 / 3+1 50-59 / 4+1 +10 / +1+0

Any Combat: wizard/+0, fighter/+1
 HTH Combat: UC1/+1, UC2/+2, UC3/+3, dagger/+2, cestus/+2
 Regular Combat: club (1h)/+2, club (2h)/+3